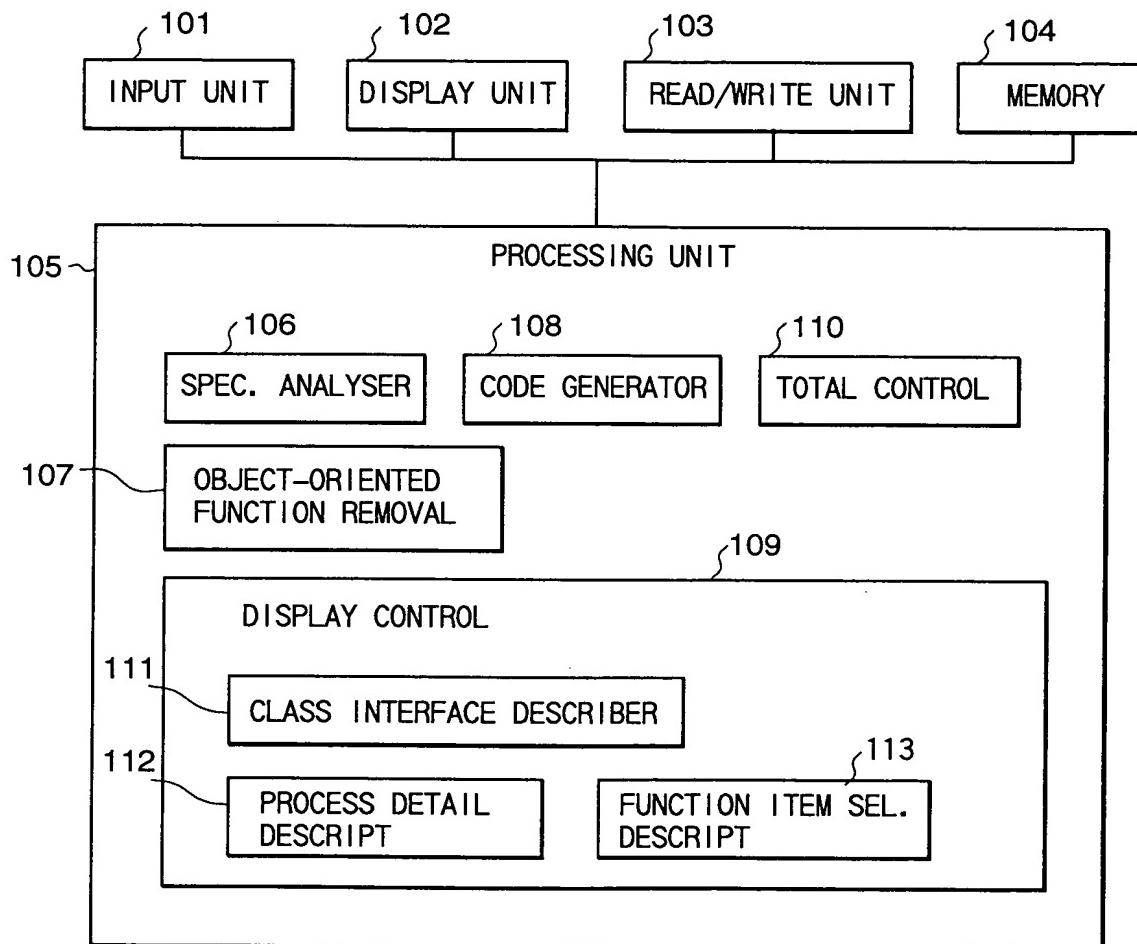


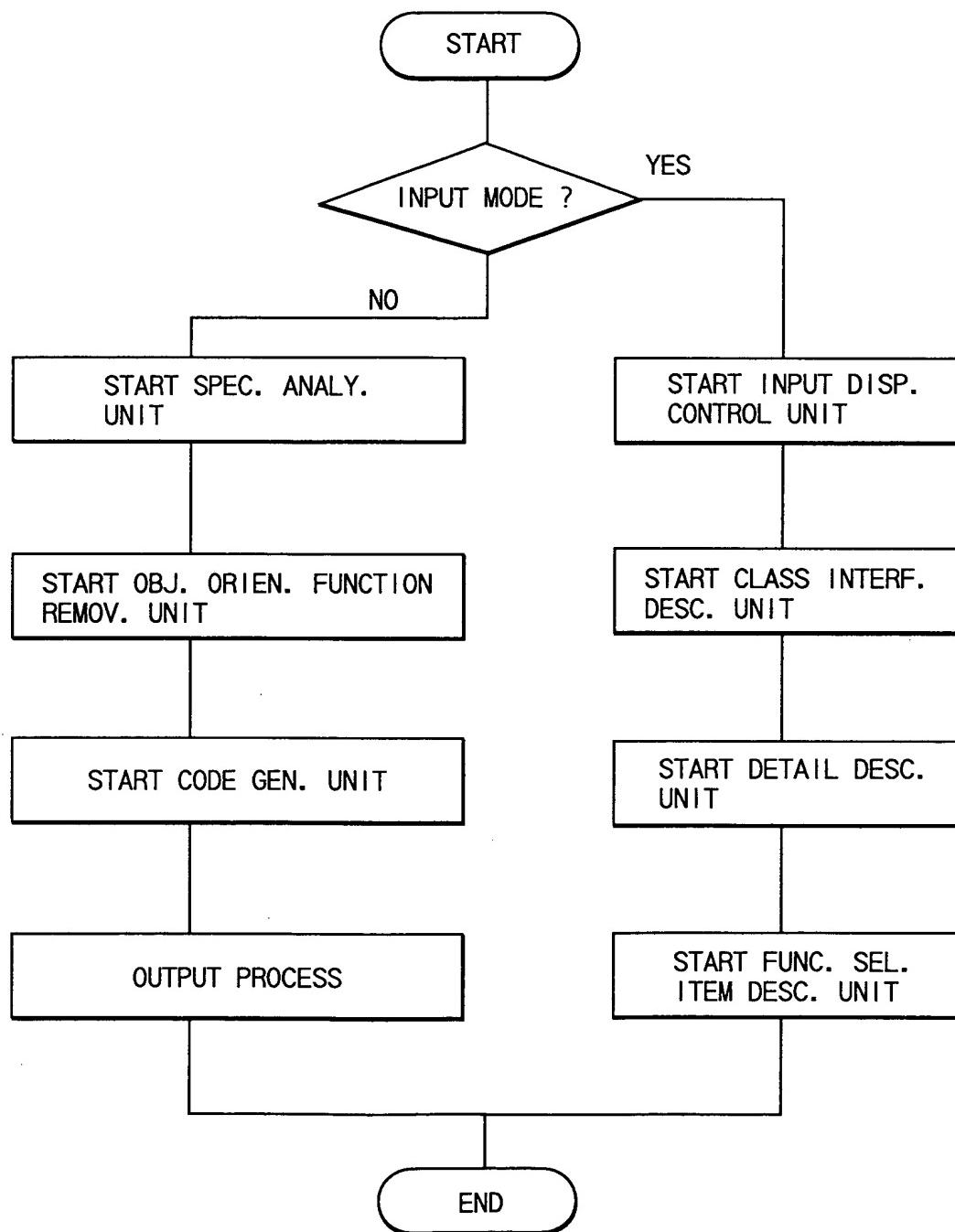
*FIG. 1*



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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## FIG. 2



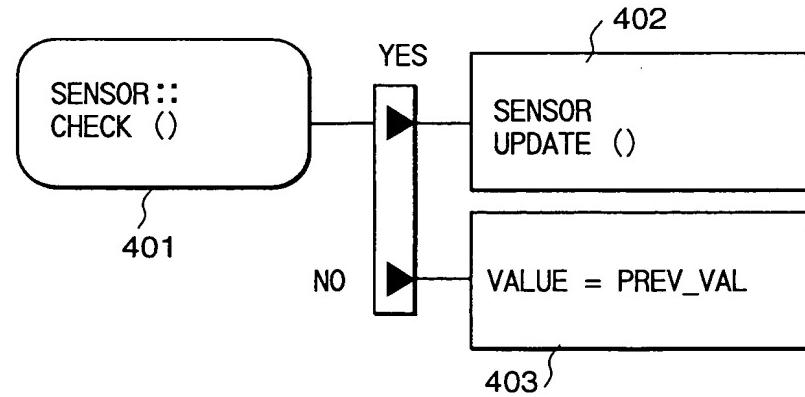
APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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*FIG. 3*

SENSOR		301
A/D_VALUE	unsigned char	302
VALUE	signed short	
PREV_VALUE	signed short	
CHECK()	boolean : void	303
UPDATE ()	void : void	

*FIG. 4*



APPROVED	O.G. FIG.	
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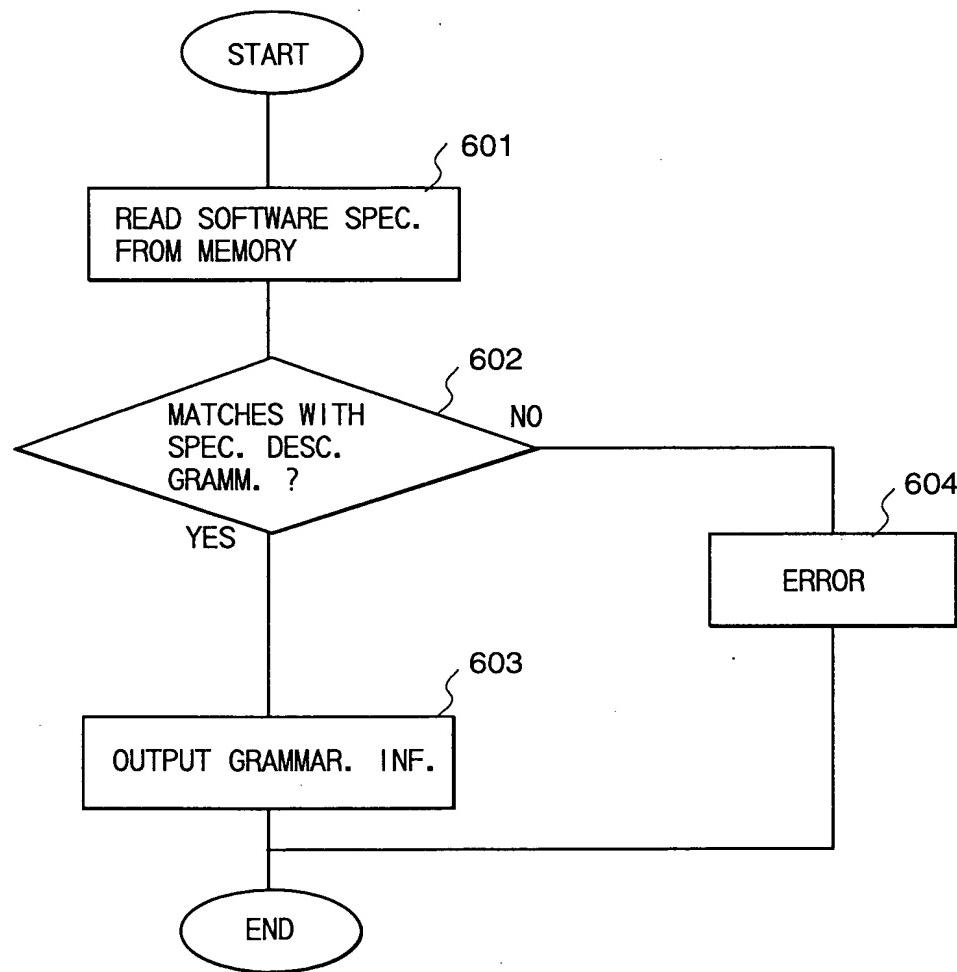
## FIG. 5

FUNCTION ITEM SELECTION		
501	INPUT PATTERN	OBJNAME METHODNAME (ARG)
502	FUNC. ITEM TO USE	DYNAMIC GENER. OF INSTANCES
503	SET-UP OPTION	"TO USE" / "NOT TO USE"
504	OUTPUT CODE	TO USE DYNAM. GEN. OF INSTANCE  OBJNAME. METHOD NAME (ARG)   NOT TO USE DYNAM. GEN. OF INSTANCE  OBJNAME_METHNAME (ARG)

APPROVED	O.G. FIG.	
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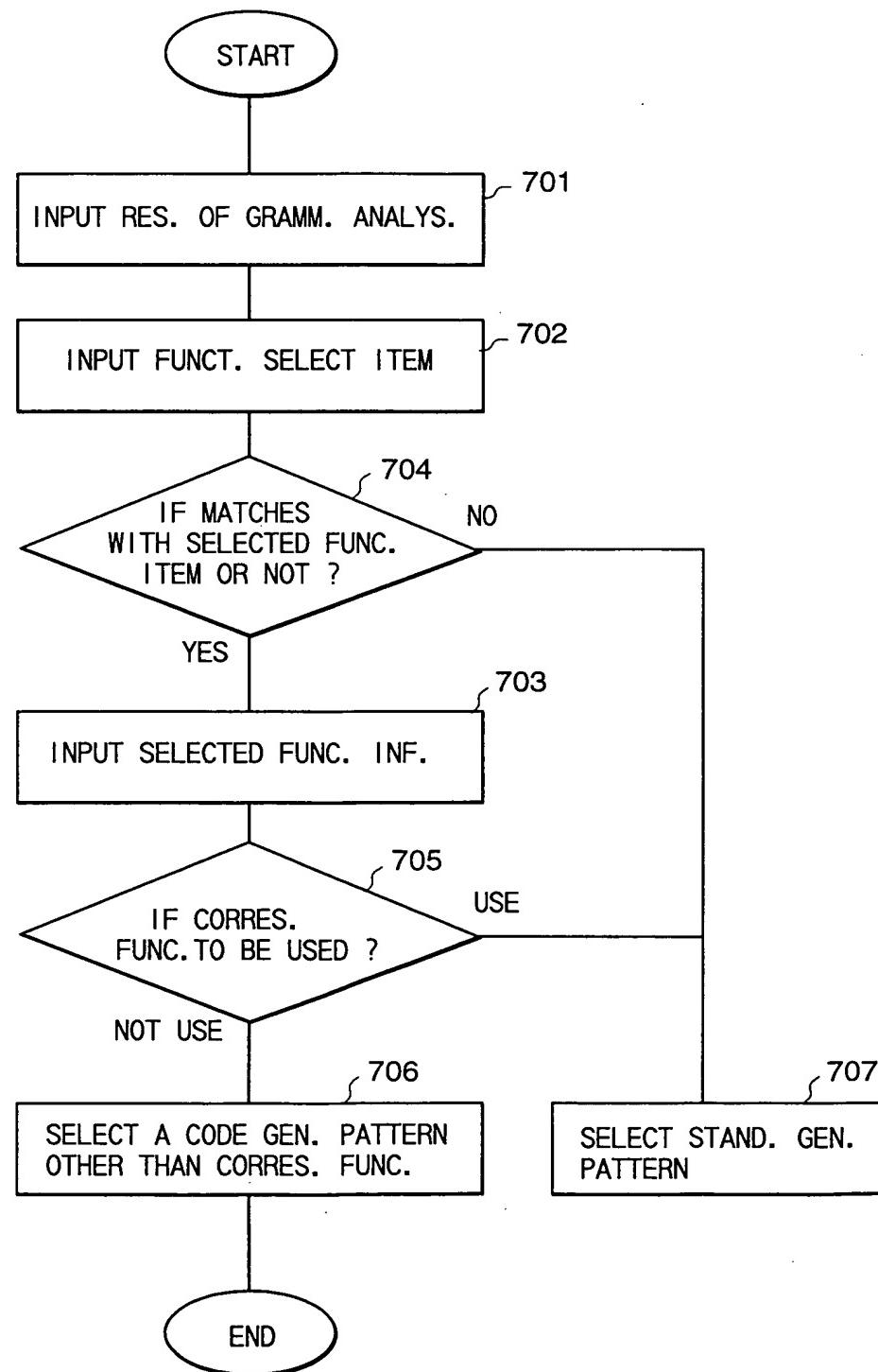
*FIG. 6*



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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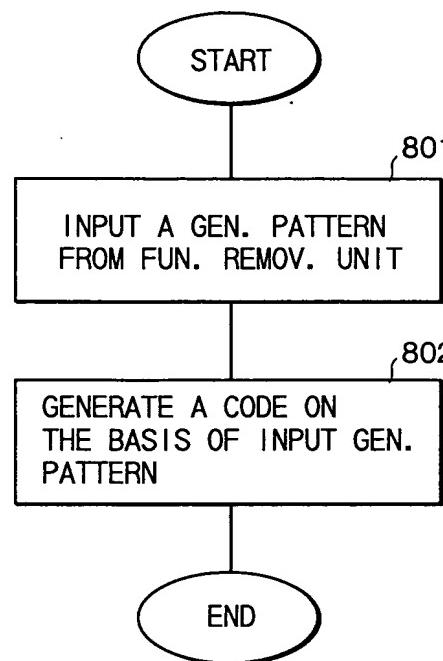
FIG. 7



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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*FIG. 8*



*FIG. 10*

```

push1 $20
call SENSOR_CHECK
add1 $4.%esp
mov1 %eax.%eax
test1 %eax.%eax
je .L2
    
```

(a) DYNAMIC GEN.  
NOT USED

```

push1 $20
le1 -88(%edp.%eax )
push1 %eax
call DEt._3SENSOR_CHECK
add1 $8.%esp
mov1 %eax.%eax
test1 %eax.%eax
je .L238
    
```

(b) DYNAMIC GEN.  
USED

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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## FIG. 9

```
if(SENSOR_CHECK {
    SENSOR_UPDATE();
} else {
    VALUE=PREV_VALUE);
}
```

```
SENSOR_CHECK(void) {
    ...
}
```

```
SENSOR_UPDATE(void) {
    ...
}
```

```
if(SENSOR • CHECK()) {
    SENSOR_UPDATE();
} else {
    VALUE=PREV_VALUE);
}
```

```
class SENSOR{
public:
    bool CHECK();
    void UPDATE();
```

```
SENSOR::CHECK(void) {
    ...
}
```

```
SENSOR::UPDATE(void) {
    ...
}
```

(a) DYNAMIC GEN. FUNCTION  
NOT USED. (C LANGUAGE)

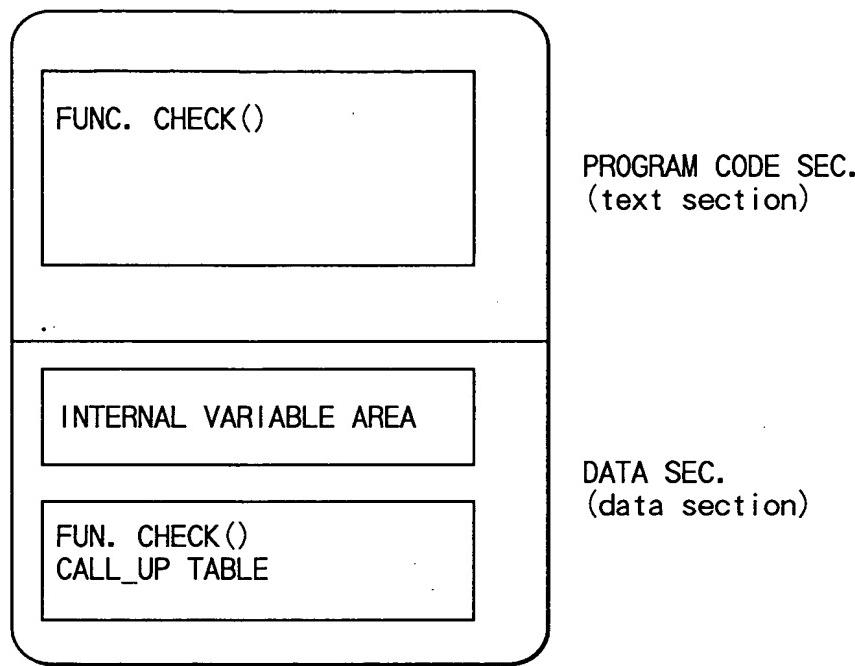
(a) DYNAMIC GEN. FUNCTION  
USED. (C++LANGUAGE)

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

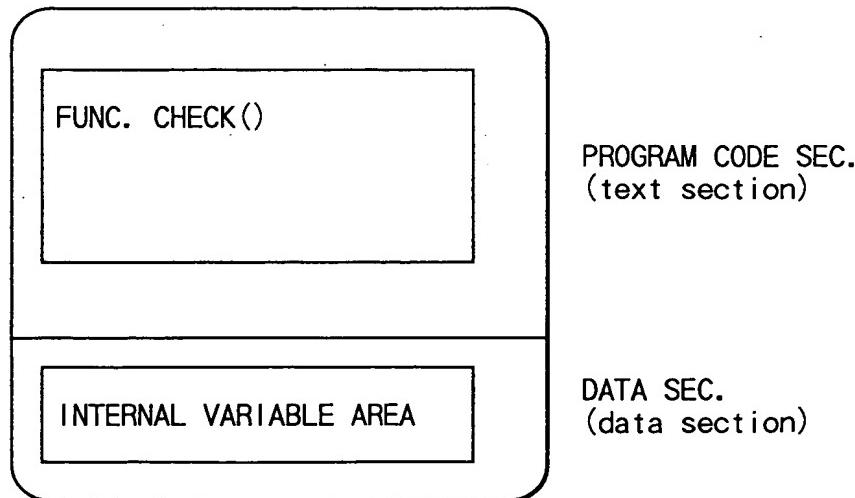
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## FIG. 11

(a) VIRTUAL FUNCT. USED



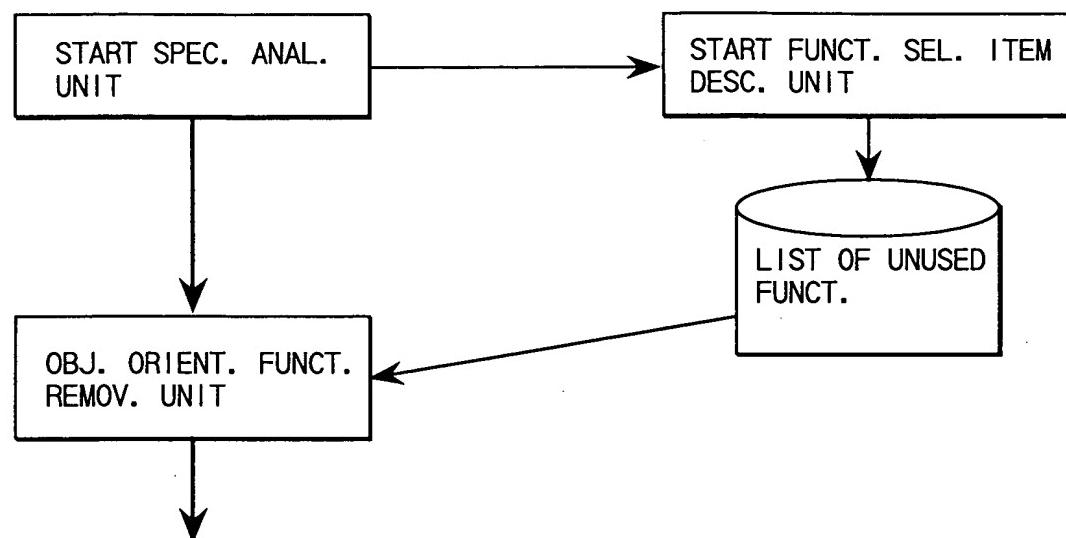
(a) VIRTUAL FUNC. NOT USED



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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**FIG. 12**



**FIG. 13**

FUNCT. REMOVING RULE	
RULE FOR SYSTEM A	
FUNCTION	SET - UP
1301 DYN. GEN. OF INSTANCE	<input type="radio"/> USE <input checked="" type="radio"/> NON USE
1302 INHERITANCE	<input checked="" type="radio"/> USE <input type="radio"/> NON USE

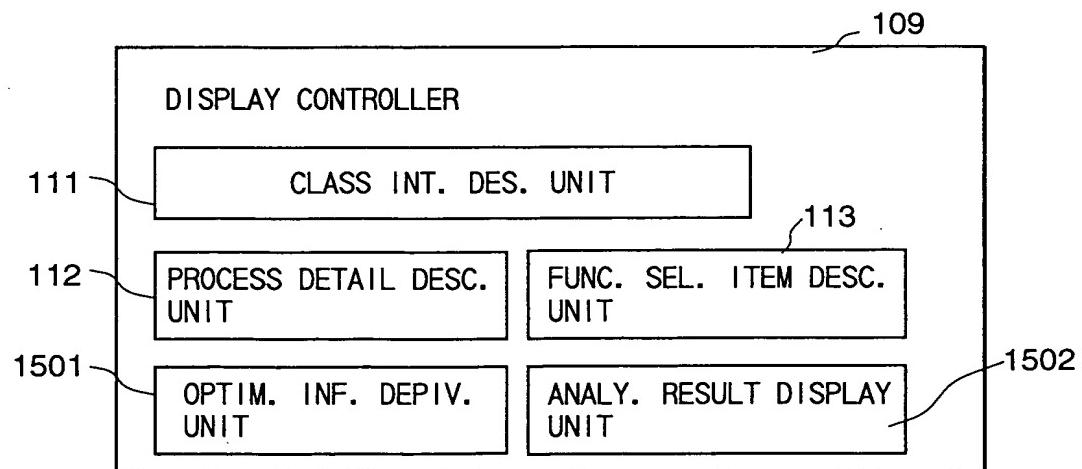
APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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**FIG. 14**

FUNCTION	SET - UP
VIRTUAL FUNC.	NON USE
DYN. GEN. OF INSTANCE	USE
	...

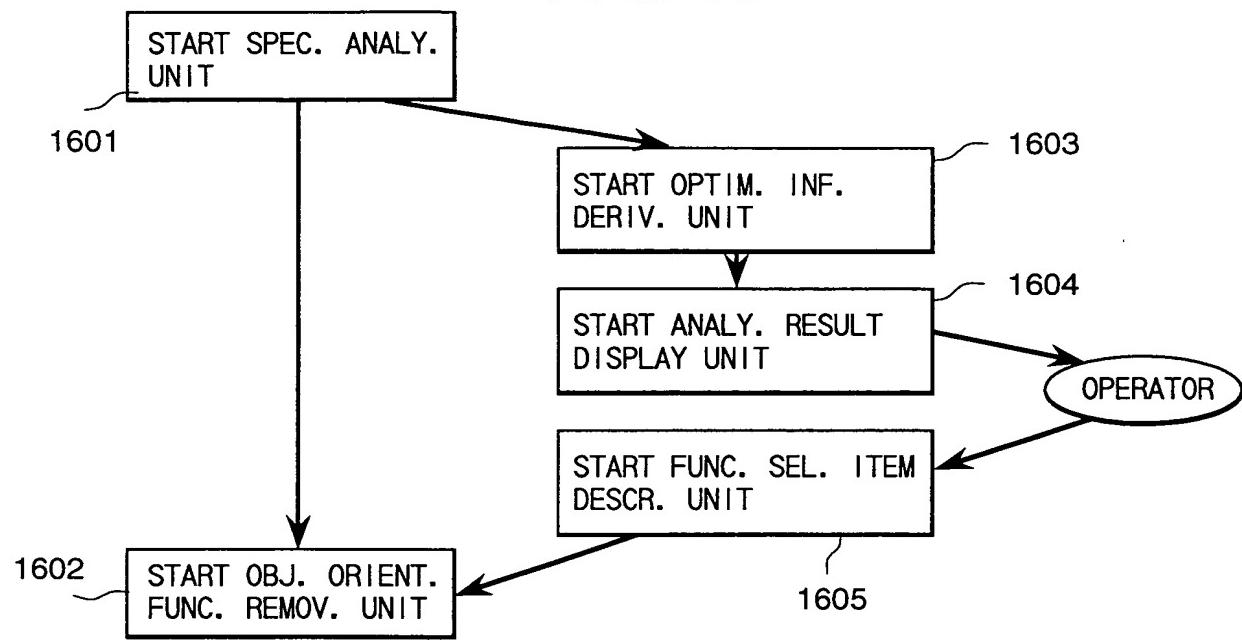
**FIG. 15**



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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*FIG. 16*



APPROVED BY	O.G. FIG.	
DRAFTSMAN	CLASS	SUBCLASS

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## FIG. 17

(a) ANALYSIS RESULT DISPLAY UNIT

CLASS	CLASS B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NO	NOs. OF INSTANCES			
PA CH	PARENT CLASS			
IN	CHILDREN CLASS			
	INHERIT. METHOD USED			
	A::Meth 1()			
	A::Meth 3()			
	METHOD NOT USED			
	B::Meth 5()			

(b) USED FUNC. DESING. UNIT

OPTIMIZATION RULE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FUNCTION	SET - UP			
DYNAM. IMPLEM.	<input type="radio"/> USE <input checked="" type="radio"/> NON USE			
INHERITANCE	<input type="radio"/> USE <input checked="" type="radio"/> NON USE			
	⋮			
ROUTINE PROCESS NAME	Get() Set() ChkStatus()			
	⋮			